

Abstract

An adaptive predictive playout scheme, based on a Least Mean Square (LMS) prediction algorithm, for packet voice applications. The packets are received and stored in a buffer for playout at a constant draining rate P_0 , where P_0 is determined by the codec used. The latency of the packets in the buffer is controlled by discarding the oldest packet in the buffer when the predicted time interval for receipt of the next incoming packet is less than a draining threshold.